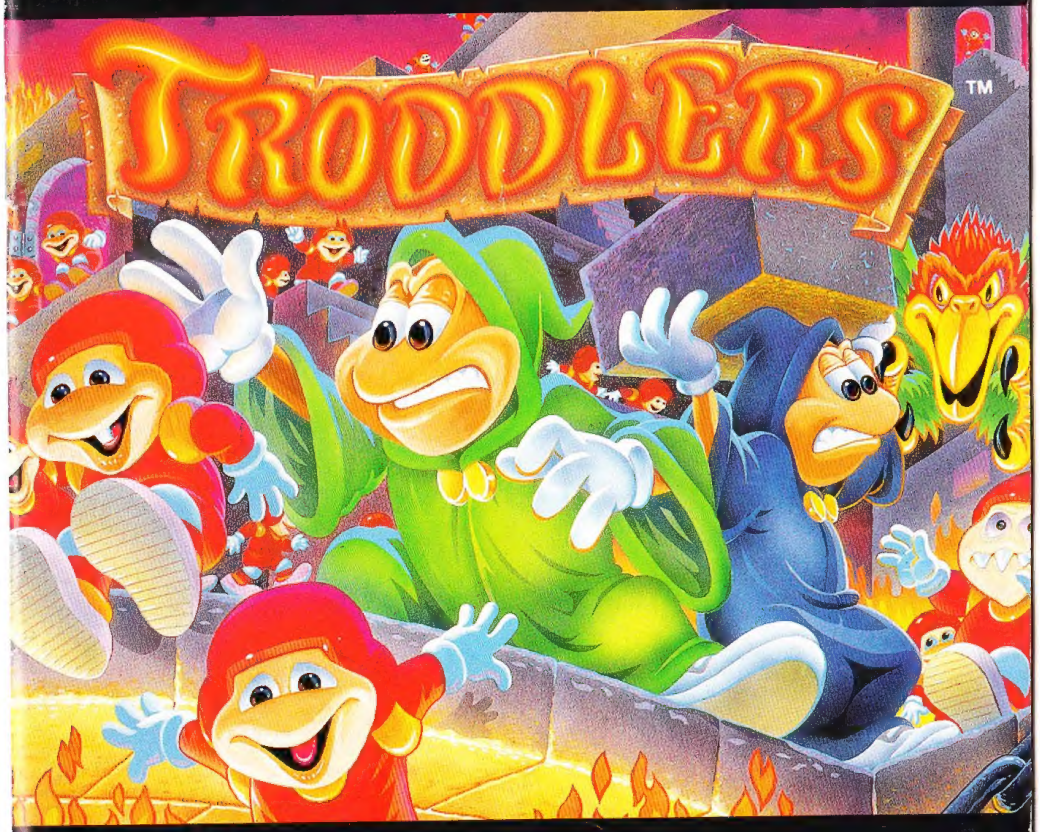
SNS-TX-USA

SEIKA



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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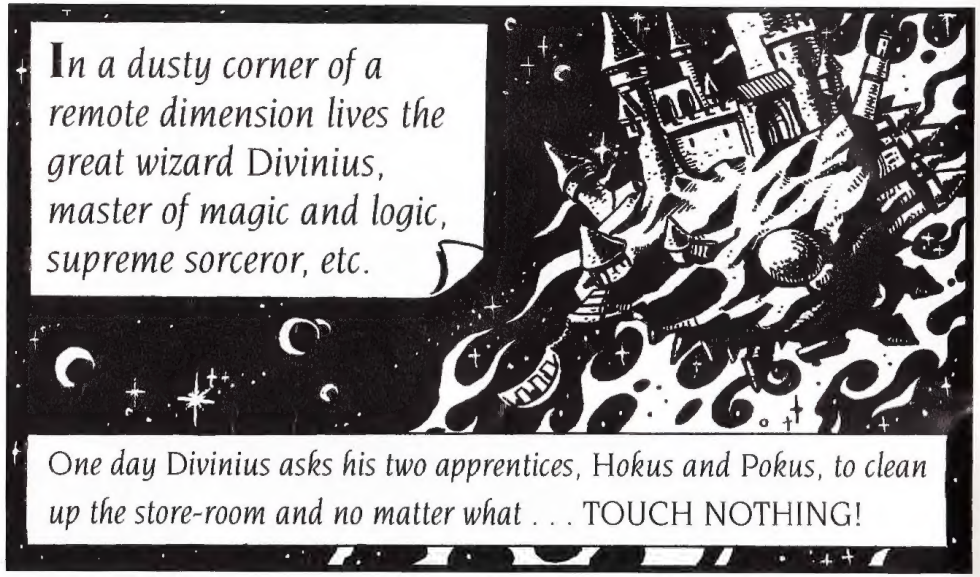
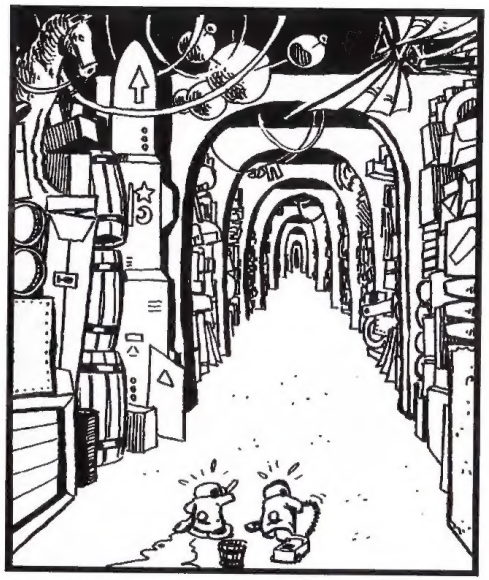

In a dusty corner of a remote dimension lives the great wizard Divinius, master of magic and logic, supreme sorceror, etc.
One day Divinius asks his two apprentices, Hokus and Pokus, to clean up the store-room and no matter what . . . TOUCH NOTHING!

STORE ROOM

PLAY



SOB
PUFF PUFF

INSTANT MAGICAL TRODDLERS
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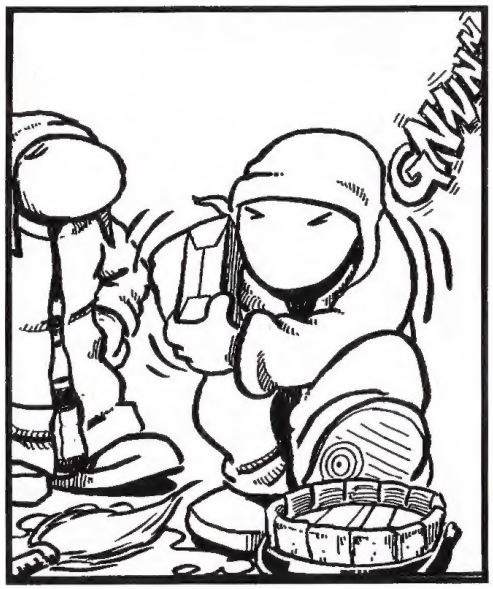
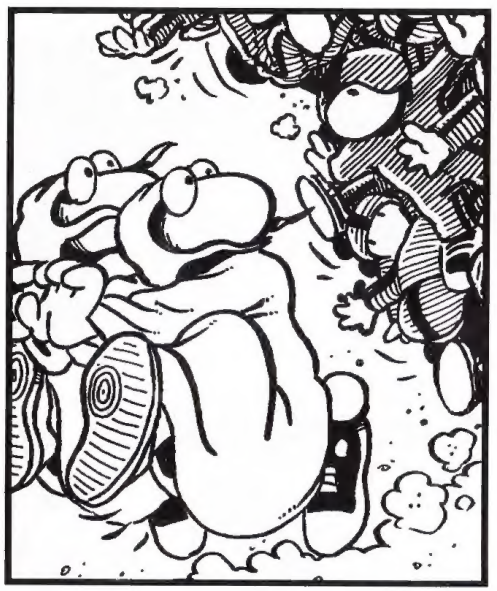
ZZZZZ
ZZZZ
INSTANT MAGICAL TRODDLERS

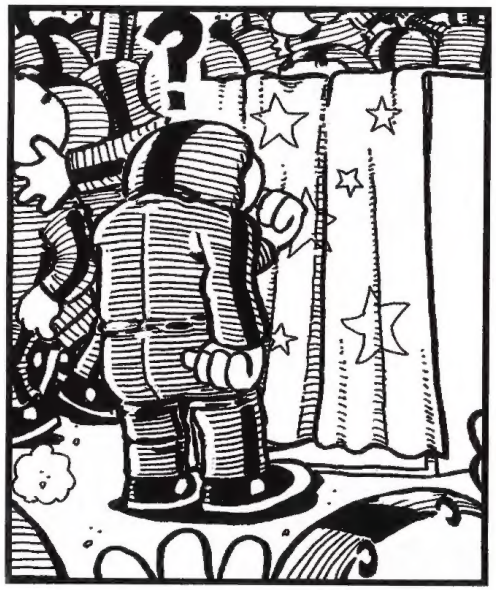

GNNN

RRIP!!
SPLASH

RUMBLE

KA-BLONG!

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-The Story-

Once upon a time in a far away castle in a magical land lived the sorcerer Divinius and his two apprentices Hokus and Pokus. Now Hokus and Pokus were two little rascals who were always getting themselves into scrapes, much to the annoyance of Divinius. When he thought they were learning their spells they'd be off in the orchard eating all the cherries meant for Divinius' favourite fruit pie. Or when they were supposed to be collecting herbs for the magic potions, he'd find them tucked up in bed exhausted after a day spent vaulting across the moats using their wands as poles. All in all, Divinius despaired of them ever learning anything of use.

One day, when Divinius had really reached the end of his tether (Hokus and Pokus had swapped the lids around in the larder and the poor sorcerer had put Marmite on his shoes instead of polish!) he sent them down to the storeroom to clear it out. No-one had tidied up in there for quite a few centuries - as Divinius was actually rather lazy himself if the truth be known - and he was hoping this task would actually keep Hokus and Pokus out of mischief for a good few days. As he sent them down the steps he boomed, "And make sure you don't touch anything!"

Unknown to Divinius, his two apprentices had slipped their comic collection into their robes and were looking forward to hours of fun without Divinius nagging them to do something or other. Time went by and it was with horror that Hokus and Pokus realised that it was almost supper time and they hadn't done a stroke of work. Divinius would be livid. They thought they'd better shift some of the boxes around to make it look as though they'd actually been doing something.

They'd just reached the second pile of boxes when, out of reach and covered in cobwebs, they saw a box with the word WARNING! in bright red written across it. Like bees to a honeypot they hurriedly cleared everything away and carefully dragged it out where they could see it better. On it it said in very neat writing,

WARNING! Instant magical Troddlers - Do not mix with water! -May turn into zombified variety if allowed to teleport. DO NOT TOUCH!

This, of course, sounded highly intriguing to the naughty duo who instantly decided they ought to investigate further.

Now, unknown to them, Divinius had been plotting behind their backs. He was so fed-up with their pranks, like using his magic ingredients to make toffees instead of spells, that he had decided to try and make some Troddlers and rear them so that they could one day replace Hokus and Pokus, allowing him to get back down to some serious magic.

True to form, Hokus and Pokus's first thought was not, "Divinius told us not to touch anything" but, "I wonder whether we could get some of these Troddlers to clear up for us whilst we maybe have a little snooze!" They were both in such a rush to be the first to get at the Troddlers, that they ripped the box spilling Troddler powder in to their cleaning bucket. There were bubbles and ripples then splashes and jets of water as the powder turned in to Troddlers who burst out of the bucket and all over the floor. There were hundreds of them. It wasn't long before an uncanny homing instinct seemed to take control over the Troddlers and, as though hypnotised, one by one they started to move towards a strange little door in the far end of the storeroom. Hokus and Pokus didn't know what to do. For every one they caught, another two would escape. Eventually they collapsed exhausted to the ground.

It was just as the last Troddler was slipping through the teleporter that Divinius came bursting in. Not even he could believe what they had got up to this time. His face looked like thunder and the room began to shake as he fumed and stamped and shook his fist. Hokus and Pokus had never seen him quite as angry as this before and thought that he must be very cross indeed. Divinius' face turned from white to purple to green to red and it was as he just going through a bright yellow phase that he managed to regain enough control over his mouth to force out the words, "Go after them right this instant and get as many back as you can!!" They didn't need much prompting - mainly because Divinius had given each one an almighty kick up the bottom and they were already heading towards the teleporter at an exceedingly fast rate. As they shot through the door they heard Divinius shriek, "And don't bring back any bleedin' zombies!!"

-The Mission-

Your job as Hokus and/or Pokus is to rescue those poor innocent Troddlers who went through the teleporter door through no fault of their own. You must get them out of the levels and through the exit(s) and back to the wizard's store-room before something nasty happens to them. However, any that may have been zombified through their teleportation experience should under no circumstances be allowed to get back to the exit!

Different levels may require other tasks such as collecting diamonds or destroying Zombies. You will be informed of your mission at the beginning of each level, so read your mission instructions carefully.

-The Characters-

HOKUS AND POKUS:
You play the part of Hokus and/or Pokus. They have the unenviable task of completing all the missions despite the obstinacy of the Troddlers, the destructiveness of the Zombies and all the other hindrances that you are about to encounter.

THE TRODDLERS:
These are the little fellows pouring out of the entrances. You let them out of the store-room, so it's your responsibility to get them back! They are, fortunately enough for you, a friendly lot. They are not able to harm anyone but need a lot of protection as they are quite vulnerable and fragile. Mistakes may cost them their lives, and o.k. so they're not very bright, but they are cute and all they want to do is return home.

THE ZOMBIES:
These are the ones that turned funny whilst teleporting! They act just like their normal Troddler counterparts but on contact destroy themselves and, more importantly, your charges. Whilst the Zombies always destroy the Troddlers only some are lethal to the player.

-Player Modes-

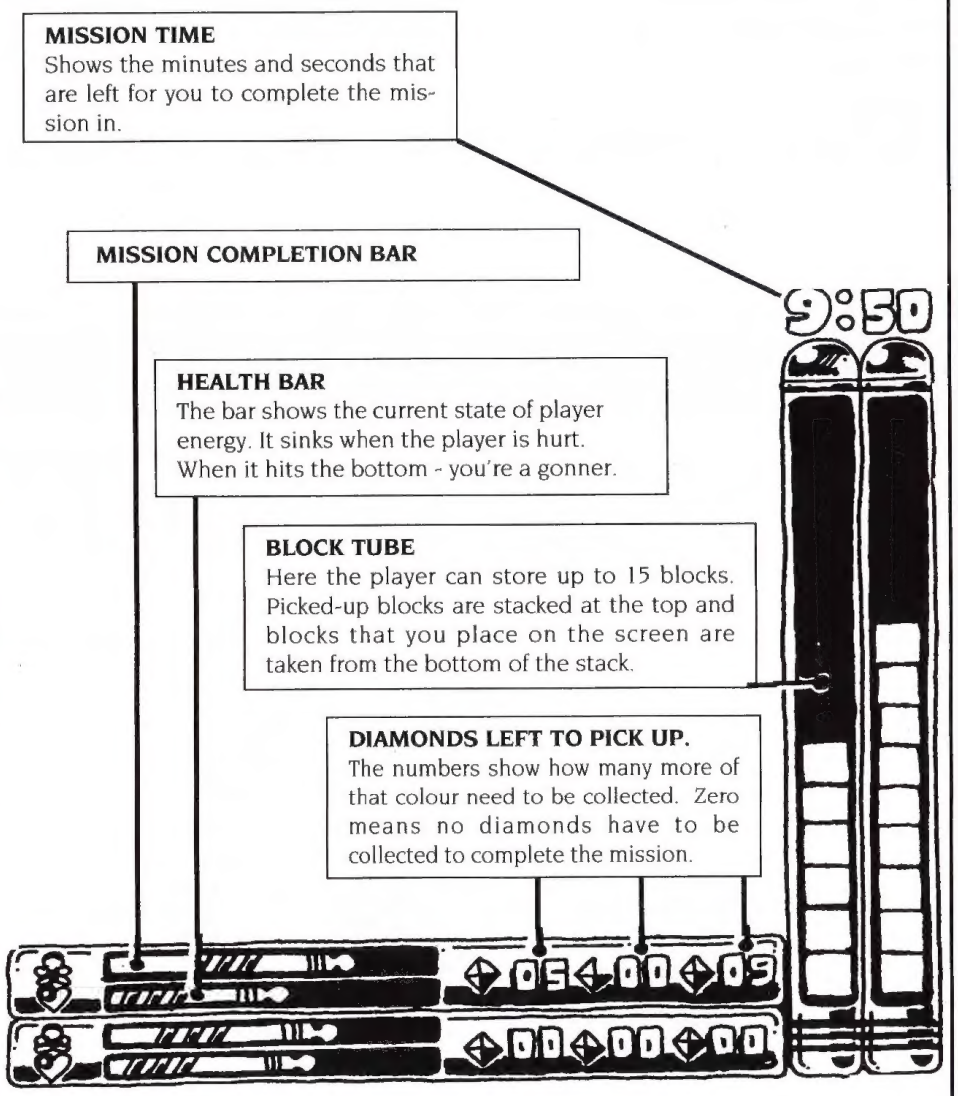
TRAINING:
To learn the basics of playing Troddlers, it's worthwhile playing through these brief levels which teach you the basic manoeuvres required to play the game.

SOLO:
Your partner left you in the lurch yelling, "It was your fault, you sort it out!" So you're on your own with 100 missions to complete and many hundreds more Troddlers to rescue.

TEAM:
Hokus and Pokus have decided that the only way to sort this out is to work together to complete the 50 missions. Remember that Zombies can hurt both players.

WAR:
Your partner got warped in the teleporter and is now on the side of the Zombies! You now compete in 25 selectable levels to complete the mission or finish off your opponent and his side-kicks. Lethal Zombies hurt Player One whilst lethal Troddlers hurt Player Two.

-The Control Panel-



-Player Control -

1 OR 2 PLAYERS WITH CONTROLLERS:

With all of the buttons released you control the direction of Hokus or Pokus.

PLACING BLOCKS:
Press Button 'Y' or 'B' and press the control pad. A cross-hair will appear wherever you move the directional control. When the cross-hair is in the place where you want a block to appear, release the button and a block will appear in that spot. If the cross-hair is red, you cannot place a block on that spot. You can only place as many blocks on the screen as are available in your block tube (situated to the right of the screen), and only up to two blocks away from the player.

PICKING UP BLOCKS:
To pick up a block from the screen press Button 'Y' or 'B' to produce the cross-hair and place this over the block. When you release the Button the block disappears and will appear in your block tube for later use. You can only pick up as many blocks as there is room for in your block tube.

DESTROYING ZOMBIES:
Using the building-and-taking-away principle, you can squash the Zombies underneath the blocks.

JUMPING AND PICKING UP THE BLOCK YOU'RE STANDING ON
Press Button 'X' and a cross-hair will appear under your feet. Let go of the button and the player you control will jump into the air, at the same time the block he was standing on will be picked up and will appear in your block tube. With the control pad you can guide your player's jump to wherever you want him to land.

JUMPING
Press Button 'A' to jump. Then use your control pad to guide Hokus or Pokus to wherever you want him to land.

PAUSING AND UNPAUSING
Press 'START' to pause the game. Press 'START' again to unpause the game.

ABORTING THE GAME
Once the game is paused, press 'SELECT' and hold it down for one second and you will quit out to an option screen. From here you can choose to start the level again or go back to the main menu.

1 OR 2 PLAYERS WITH MOUSE CONTROL:

With mouse control there is always a cross-hair on the screen. You can move this to any point of the screen using the mouse.

PLACING BLOCKS
Press the RIGHT Button and hold it down. Then move the cross-hair to where you want to build a block. When the cross-hair is positioned correctly, release the button and a block will appear on that spot. If the cross-hair is red, you cannot place a block on that spot. You can only build a block up to two blocks away from the player. You can only place as many blocks as there are available in your block tube (situated to the right of the screen).

PICKING UP BLOCKS
To pick up a block from the screen, press the RIGHT button and hold it down. Then place the cross-hair over the block you want to pick up. Release the button and the block will disappear and reappear in your block tube. You can only pick up as many blocks as there is room for in your block tube.

DESTROYING ZOMBIES
Using the building-and-taking-away principle, you can squash the zombies beneath the blocks.

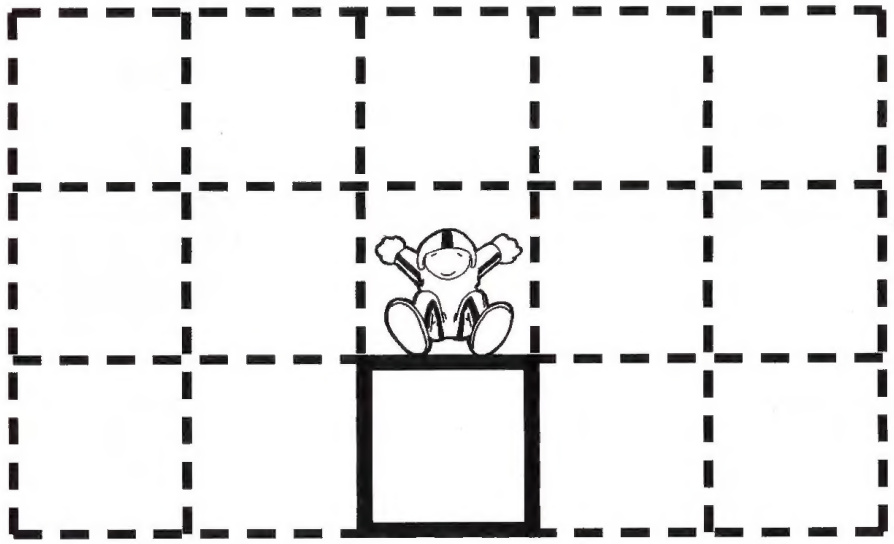
MOVING THE PLAYER
To move the player around the screen, hold down the LEFT button and move the cross-hair to the place you want him to go and then release it. Hokus and Pokus are not very bright. They will try to reach the spot you tell them to go to if they can. This won't always be possible and on these occasions they will not reach the spot (after all, if you were asked to do something impossible, you wouldn't do it, would you?) - bear with them!

JUMPING AND PICKING UP THE BLOCK YOU'RE STANDING ON
Press both buttons together and hold them down. Move the cross-hair to the spot where you want the player to go. Release both buttons together and the player will pick up the block below (if possible) and go to the destination as normal.

PAUSING AND UN-PAUSING THE GAME
Move the cross-hair over the player and press the LEFT button. When you release the button, the game will pause. To un-pause, press the LEFT button again.

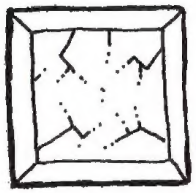
ABORTING THE GAME
Once the game is paused, press the RIGHT button and hold it down for one second. You will quit out to an option screen. From here you can choose to start the level again or quit back to the main menu.

PLACING AND PICKING UP BLOCKS
The player can only place and pick-up the following blocks in the fields around him:



-Things on Screen-

BLOCKS
Each level is built up of different kinds of blocks, and it's mainly by manipulating these blocks in different ways that you will accomplish the different missions.



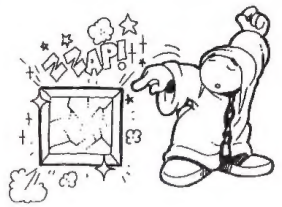
TRODDLERS' ENTRANCE
The Troddlers enter the screen through here, unaware of the terrors that await them. Their direction of travel is marked by a yellow arrow. Nothing can destroy an entrance and nothing can be placed in front of it. Neither can the entrance be picked up.

ZOMBIE ENTRANCE
The evil mutated Zombie Troddlers enter through here. Apart from that, it's the same as the ordinary entrance.

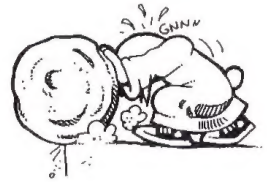
EXIT
This is the end-station for the Troddlers. Once they get here they are safe. Be sure to direct them to the exit in the current angle or they will just ignore it.

SOLID BLOCK
Standard, non-manipulative block. Nothing can alter a solid block.

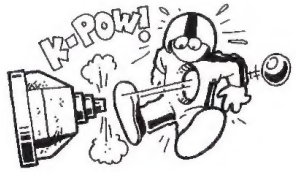
BUILDING BLOCK
The most common 'pick and place' block. A standard block which can be safely trodden on.



ROCKS
Can be pushed around by Hokus or Pokus to block or destroy all 'living' things.



CANNON
Exterminates Troddlers, blocks, rocks, diamonds - most things apart from permanent blocks, entrances and exits.



MINES
Explode on contact with Troddlers and Zombies, taking them and the nearby blocks with it.

FLIPPER
Flips Troddler from one side to the other, in the direction the arrow is pointing in - but take care not to flip a Troddler in to anything solid.

ICE CUBE
A totally unclimbable block that sends the Troddlers slipping and sliding.

BOUNCER
Saves Troddlers from being splatted when falling from great heights, and has some other invaluable uses.

PAUSER
Slows Troddlers down to a more reasonable speed.

GRINDER
The sharp and rotating side of the gadget turns (literally!) the Troddlers into Pasta sauce.

NO ENTRY
This mechanism lets nothing but Troddlers get past it. To Troddlers it's like thin air, to players like a permanent brick wall.

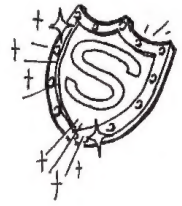
DIAMONDS
These precious gems are often needed to complete a level. They come in three colours; red, green and blue. In some cases they are already present on the screen, in others they need to be created by the player.

FRUIT
Partially restores the player's health.

HEART
Restores player's health fully.

CLOCK
Gives player an extra minute to complete the mission in.

SHIELD
Makes players invincible for about one minute.



BOMB
Destroys any enemy Troddlers that are on the screen.

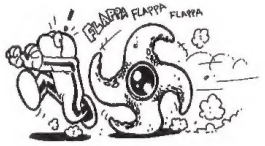
FIVEBLOCK
Places a bonus of 5 extra building blocks in to your block tube.

-Enemy Aliens-

These are the rather menacing objects you'll find on some of the levels. They all hurt players on contact, however they will turn in to blue diamonds when hit with rocks. These enemy aliens include the following:

THE BIRD
A pecking bird that has a bit of an appetite for the blocks you build. It flies about at random, hacking through blocks in a determined manner. It is not a direct threat to the Troddlers but can seriously sabotage your plans.

THE SPINNER
A rolling object that knocks Troddlers head over heels. It travels along in search of Troddlers.



THE FIRE
A moving flame that torches the Troddlers and melts ice-cubes. It moves from left to right working its way to the bottom of the screen.

-Limited Warranty-

90 DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories), shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-310-373-0404 Ext. 140.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after the personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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